

TOURNAMENT RULES AND FORMAT

Tournament Divisions

Boys Varsity Division : 7A, 6A, 5A, 4A, 3A, 2A, A brackets

Girls Varsity Division : 4A, 3A, 2A, A brackets

Boys JV Division : 3A, 2A, A brackets

Boys MS Division : A bracket

Each team is to supply a scorer that will sit at the scorer's table for each game.

Boys Varsity

All games are high school regulation as sanctioned by the Virginia High School League.

Each team will compete in three Pool Play games then the brackets (A through 7A) with 4 teams in each bracket that will then play in the semi finals for each bracket with Seed #1 vs Seed #4 and Seed #2 vs Seed #3.. **Championship and Consolation game will be played on Saturday.**

Girls Varsity

All games are high school regulation as sanctioned by the Virginia High School League.

Each team will compete in three Pool Play games then the brackets (A, 2A, 3A, 4A) with 4 teams in each bracket that will then play in the semi finals for each bracket with Seed #1 vs Seed #4 and Seed #2 vs Seed #3.. **Championship and Consolation game will be played on Friday.**

Boys JV

All games are high school regulation as sanctioned by the Virginia High School League.

Each team will compete in three Pool Play games then the brackets (A, 2A,3A) with 4 teams in each bracket that will then play in the semi finals for each bracket with Seed #1 vs Seed #4 and Seed #2 vs Seed #3.. **Championship and Consolation game will be played on Saturday.**

Boys Middle School

All games are high school regulation as sanctioned by the Virginia High School League.

Each team will compete in three Pool Play games then the brackets (A) with 4 teams will then play in the semi finals for each bracket with Seed #1 vs Seed #4 and Seed #2 vs Seed #3. **Championship and Consolation game will be played on Thursday.**

How Brackets Are Formed (A,2A, 3A, etc)

After Pool play (After completing 3 games)

1. Each team accumulates team points based on its won-loss record.
A team receives 3 pts for a win
 2. Team points and tie-breakers will determine how teams are seeded and grouped into brackets.
 3. A series of tie-breakers (see below) is used in cases where teams are tied in total team points
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Tie-Breaker rules – when teams have the same Total Team Points (see # 1 above).

1. Head-to-head - during tournament (how did the 2 teams do against each other if they previously played at the tournament). **This is rarely applied** since teams from other pools haven't played each other.

Possible Scenario:

TEAM A finishes round robin at 2-1 from Pool 4
TEAM B also finishes round robin at 2-1 also from Pool 4

During pool play TEAM B beat TEAM A and so therefore will be always be seeded higher than TEAM A regardless of any tie-breaker rules applied to either team.

2. Cumulative Point Differential

Points Scored MINUS Points Allowed during pool play
Capped at maximum 21 points per occurrence.
DEFENSE MATTERS!!!!

For example, any game that results in a final score where the winning team wins by 21 points or more, the point differential will be recorded as +21 (even if you won by 30).

If you are in one of those lopsided games (when you are ahead by 21 or more) we suggest that you use your bench and rest your better players. You'll know how to control the outcome with the capped 21 pts.

There is no benefit for running up the score – use your bench players.

TYPICAL SCENARIO:

| | |
|---------------------------|---------------------------|
| Team A from Pool 1 is 3-0 | (+100 point differential) |
| Team Q from Pool 4 is 3-0 | (+100 point differential) |
| Team W from Pool 2 is 3-0 | (+99 point differential) |
| Team F from Pool 3 is 3-0 | (+91 point differential) |
| Team Z from Pool 6 is 3-0 | (+91 point differential) |

More tie-breaking rules are needed to figure which 4 move on the top bracket and how will they be seeded.

What we know:

- Team A - qualifies for top bracket, seeding will be #1 or #2
- Team Q - qualifies for top bracket, seeding will be #1 or #2
- Team W - qualifies for top bracket, as Seed #3

And **Team F or Team Z?** - only one of these teams will qualify for the top bracket. The other will be top seed in the next lowest bracket.

3. Head-to-head - during Regular season, and any post-season (new!)

(how did the 2 teams do against each other during regular or post-season game from Dec 1, 2009 - March 13 , 2010).

Our scenario continues:

Applying this rule, it is discovered that TEAM Q beat TEAM A back in January. Team Q is seeded higher than Team A

- Seed #1 Team Q from Pool 1
- Seed #2 Team A from Pool 4
- Seed #3 Team W from Pool 2 is 3-0 (+99 point differential)
- ?? Team F from Pool 3 is 3-0 (+91 point differential)
- ?? Team Z from Pool 6 is 3-0 (+91 point differential)

Team F and Team Z played each other twice this season and each one won once. This did not help break the tie so the next tie-breaker rule is applied. More tie-breaker rules are needed for Team F and Team Z.

4. Common Opponents

(if both teams played the same opponent during the regular and post- season, which did better?)

Our scenario continues:

Team F and Team Z played only one common opponent this season, and both teams beat the team. This did not help break the tie so the next tie-breaker rule is applied

5. Winning percentage based on your team's record PRIOR to the tournament.

This is one reason why HSPN encourages teams to keep their records current! If needed for this tie breaker, HSPN will look at our National Scoreboard standings as of March 13th, 2010.

Our scenario continues:

Team Z's record was 11-4
Team F's record was 11-5

The tie has been broken and the results for the bracket can now be determined

"7A" Bracket

| | |
|-----------------------------------|---------------------------|
| Seed #1 Team Q from Pool 4 is 3-0 | (+100 point differential) |
| Seed #2 Team A from Pool 4 is 3-0 | (+100 point differential) |
| Seed #3 Team W from Pool 2 is 3-0 | (+99 point differential) |
| Seed #4 Team Z from Pool 6 is 3-0 | (+91 point differential) |

"6A" Bracket

| | |
|-----------------------------------|--------------------------|
| Seed #1 Team F from Pool 3 is 3-0 | (+91 point differential) |
| etc | |

6. Coin toss (best 2 out of 3)

BRACKETS FORMED...

After the 3 pool-play games have been completed AND tie-breaker rules are applied (see above), teams are seeded from top to bottom.

For example, in the girls division of 16 teams, teams are seeded #1 through #16. It is very important that coaches report the final scores AS SOON AS THE GAME IS OVER. Our computerized system must be able to produce the correct seeding in a very short time frame. Please help us.

Top 4 Seeds -> "4A" Bracket (each team in this bracket is then seeded #1 through #4)
Next 4 Seeds -> "3A" Bracket (each team in this bracket is then seeded #1 through #4)
Next 4 Seeds -> "2A" Bracket (each team in this bracket is then seeded #1 through #4)
Last 4 Seeds -> "A" Bracket (each team in this bracket is then seeded #1 through #4)

Larger divisions, like the Boys Varsity, will also include 5A, 6A and 7A brackets
Smaller divisions, like the JV Boys, will only go up to 3A

Advancing to Semi-finals in each bracket

Seed #1 plays Seed #4 followed by Seed #2 playing Seed #3 in the semi-finals round.

Advancing to Championship

1. Winners of both semi-final games, advance to the Championship round.
- Consolation Games
1. Losers of semi-final games will face off in the 3rd place Consolation game.
 2. Winner of the Consolation Game takes home the 3rd place trophy.

Overtime Games

1. Any game will use overtime(s) to determine a winner if regulation ends in a tie.
2. Overtime games are governed by Virginia High School rules and officiated by the Colonial Basketball Association

How we create "pools" - teams of 4 - for Pool Play

When grouping teams for pool play, for example, Varsity Boys teams, we use the following priorities:

The first consideration is geography so that the likelihood of teams ever playing each other during the regular season is very small. For example we've had groupings in the past having teams from New York, Georgia, Texas, and Florida. This would almost ensure that these teams probably never played each other before.

The second consideration is team won-loss records vs Homeschool teams to balance out the 4-team pool so that it contains a fair and balanced mix of strong, medium and weak teams. note: a pool of all strong teams is a disadvantage - causing the better teams to play tougher competition and having their records blemished before the divisions are created
note: a pool of all weaker teams is also unfair because the pool play competition is weaker and gives a deceptive won-loss record as the divisions are created

So with the balance of geography and balanced team records, we will establish random pools that are given a number only for purposes of organization. In other words, Pool #1, is not a ranking, just an identifier for the 4 teams that will be in it.